Patrick Kwon

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EDUCATION

08/2018- Current	Masters of Science in Data Science, *University of Columbia* GPA: 3.9/4.0
07/2017- 08/2017	Completion (Machine Learning), *Stanford Online (Coursera),* GPA: 98.8%
08/2015- 05/2017	Bachelor of Arts in Statistics and Computer Science with Distinction, *University of Virginia,* GPA: 3.8/4.0
06/2016- 08/2016	Completion (Principles of Accounting, Introduction to Game Theory, Econometrics), *Korea University International Summer Campus,* GPA: 4.3/4.5

WORK EXPERIENCE & VOLUNTEER

06/2019- 08/2019	Intern, *Emadri* Created & Updated a hybrid packing-list recommendation system for travelers and a data visualization system.
08/2017- 07/2018	Data Analyst, *Bluehole Studio* Provided data-centered insight for business decisions *(Tools Used: Python, R Studio, C#)* ● Provided +20 data analysis papers on TERA, Bluehole Studio's leading MMORPG Title. ● Upgraded the company's former Business Intelligence system.
06/2017- 08/2017	Intern, *Bluehole Studio* · Contributed in developing Business Intelligence tools, user analysis of Tera Online, and identifying in-game hackers of Tera Online.
08/2016- 12/2016	Teaching Assistant, *Bluehole Studio* · Worked as a TA for class CS 2102 (Discrete Mathematics), focusing on assisting students on the coursework and grading tests.
05/2016- 06/2016	Research Assistant, *Korea University Research Institute of Korean Studies* · Worked at the Korea University RIKS (Research Institute of Korean Studies), focusing mainly on Excel operations and assisting the preparation of Asian Studies Conferences.

HONORS & AWARDS

06/2019	Verizon 5G EdTech Challenge
05/2017	UVA Order of the Orange Stole
08/2015- 05/2017	UVA Dean's List, 2015 Fall, 2016 Spring, 2016 Fall, 2017 Spring
08/2016	Korea University Academic Excellence Awards.

PROJECTS

01/2019-
06/2019

Main Developer, *Pally*

· A Microsoft Hololens-based educational application designed to support special-needs children using augmented reality and 5G. Focused on using computer vision and natural language processing to help children understand the behavior of others.

08/2017-
12/2017

Main Developer, *Tera Reader*

· A website that scrapes data from different community websites related to video games and incorporates opinion mining to give a clear picture of trends inside those video games. All functions were developed mainly using Python, MySQL, HTML, CSS, and JS.

12/2016-
04/2017

Main Developer, WorldMap

· A program that collects user location data in TERA (MMORPG title developed from Bluehole) and visualizes it to generate insight on user activity. All functions were developed mainly using Visual Studio (MySQL, C#)

12/2016-
04/2017

Developer, Hazzul

· Developed Hazzul (http://www.hazzul.com/), a website that displays humorous pictures. Mostly contributed on website design and organization, using HTML and CSS.

08/2016-
12/2016

Programmer, *Wilderness*

· Developed Wilderness, a text-based adventure game. Used Python.

08/2015-
12/2015

Programmer, *Slingshot Sam*

· Developed Slingshot Sam, an Android-based game. Used Android Studio.

EXTRA CURRICULAR ACTIVITIES & LEADERSHIP

| 08/2013-03/2015 | **Club President,** *Scientia* |
| | · Cooperated with the Academic Committee to offer math & science tutoring services, helped students prepare for math competitions, and hosted the annual Pi Day Festival. |

| 03/2014-03/2015 | **Club Vice President,** *App Club* |
| | · Taught club members about computer programming, and developed an app for foreign faculty members. |

| 08/2015-12/2016 | **Member,** *Student Game Developers* |
| | · Participated in android application development projects, "Slingshot" and "Wilderness". |

SKILLS

Computer Skills

Proficient in R Studio, MySQL, Unity, Tensorflow, Java, Python, C++, C#, Android Studio, Xcode, Visual Studio

Proficient in Data technologies including but not restricted to: Natural Language Processing, Computer Vision, Hybrid Recommendation System, Neural Networks, Random Decision Trees, Web Scraping.